

Indiana Jones[®] and the Fate of Atlantis[™]

AMIGA[®] REFERENCE CARD

Contents

Your *Indiana Jones and the Fate of Atlantis* package should contain the following:

- Your Game disks
- One User's Manual

Getting Started

Note: WE RECOMMEND that you first make backup copies of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your Amiga. If you use Workbench to copy the disks, Workbench will insert the words "Copy of" in front of each copy disk name. In order for *Indiana Jones and the Fate of Atlantis* to function properly, you will need to rename each copy to the original name.

Playing from Floppy Disk Drive

Insert **Atlantis Disk 1** in drive **D0:** and boot off this disk. The game will start automatically.

At various points in the game, you will be prompted to insert other Atlantis disks. You may use any of your disk drives to do so.

Installing on a Hard Disk Drive

- 1) Boot your hard disk as you normally do.
- 2) Insert **Atlantis Disk 1** into any disk drive.
- 3) In Workbench, double-click on the **Atlantis Disk 1** icon to open this window.
- 4) Double-click on the "Install" icon to install **Atlantis**. A window will open, asking for the name of a place on your hard drive to install **Atlantis**. This place can be either a drive partition or an existing subdirectory on a partition.
- 5) To install into the root directory of a drive or drive partition, simply enter the name of the drive followed by a colon (for example, 'D0:'). To install into an existing directory on a drive, type the full path to the directory (for example, 'FUN:Games/Adventure').
- 6) Follow the instructions that appear on screen. You will be prompted to insert each of the **Atlantis** disks in order.

Playing from Hard Disk Drive

To load the game from your hard disk, open the "Atlantis" drawer on your hard disk and double-click on the "Atlantis" icon inside.

Keyboard/Cursor Controls

FOR KEYBOARD CURSOR CONTROL, use the Amiga key with the arrow keys. The **ENTER** key corresponds to

the left mouse button; the **TAB** key corresponds to the right mouse button.

All of the verbs used in the game can also be selected by using keyboard commands. Each verb corresponds to one key. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pressing the left mouse button or the **ENTER** key. The keys are mapped as follows:

G Give	P Pick up	U Use
O Open	L Look at	S Push (Shove)
C Close	T Talk to	Y Pull (Yank)

Save/Load Instructions

IF YOU ARE PLAYING FROM FLOPPY DISKS, you will need to prepare a blank, formatted disk BEFORE you start to play. This disk will become your save/load disk (you may use more than one disk to store saved games). You can save about 20 games per disk. Hard disk players will have their games saved in the directory with the game files.

Press **F5** when you want to save or load a game. Once the save/load screen is displayed, you can move the cursor and click on **SAVE, LOAD, PLAY** (to return to the game as it was before you pressed **F5**) or **QUIT** (to quit the game).

If you are playing from floppy disks, you should insert your save/load disk when prompted. **Note: Be sure to wait until the drive light turns on-then-off-before selecting LOAD or SAVE.** Once the save/load screen is displayed, you can move the mouse pointer and click on **SAVE, LOAD, PLAY** (to return to the game as it was before you pressed **F5**), or **QUIT** (to quit the game).

TO SAVE: Click on the **SAVE** option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name and save over a previously saved game. Press **ENTER** or click on **OK** to save the game. Click on **CANCEL** if you have changed your mind and do not wish to save it.

To LOAD: Click on the **LOAD** option. The current

Using the Keyboard in Fist fights

IF YOU'D RATHER use the keyboard to control Indy during a fist fight, press the-f-key to turn off the "fighting cursor" (pressing the-f-key again will re-enable the mouse or joystick). To use the keyboard for fighting, you will need to make sure the Num Lock key is off. Keyboard fighting is controlled by the following keys:

If Indy is on the left:

7	8	9
Step back	Block high	Punch high
4	5	6
Step back	Block middle	Punch middle
1	2	3
Step back	Block low	Punch low

If Indy is on the right:

7	8	9
Punch high	Block high	Step back
4	5	6
Punch middle	Block middle	Step back
1	2	3
Punch low	Block low	Step back

0 (Zero) Punch out / Wimp out

list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Click on **CANCEL** if you have changed your mind and do not wish to load a game. To load a save game, click on its slot.

Warning: Loading a previously saved game will cause you to lose the game you are currently playing. If you think you will want to return to the game as it was before you

pressed **F5**, be sure to **SAVE** the game before **LOADing** a different one.

Memory Management

Atlantis IS A **HUGE** GAME, so you may encounter memory problems if you have only one megabyte of RAM, particularly if you are playing from a hard disk. The absolute minimum heap space required to play the game is 380K.

To find out how much available memory ("heap

space") you have for **Atlantis**, press **CTRL-k** while playing the game. Insufficient or fragmented memory will result in "Out of heap space" messages during play or constant disk access during animation. To diagnose or avoid such problems, try:

1) booting from the **Atlantis** floppy. The **Atlantis** floppy has a trimmed down startup sequence designed to free-up as much memory as possible.

2) disconnecting your external disk drive. This will free-up about 15-20k that Amiga DOS allocates for each connected disk drive.

3) trimming your hard disk startup sequence. Remove resident commands, all references to RAM:, and any utilities which run in the background. As a last resort, use the minimal startup-sequence.

LOADWB
ENDCLI

4) reducing your hard disk buffers. Follow the instructions that came with your hard disk. This may require running a utility program that came with your hard disk or altering a mountlist entry.

Function and Command Keys

Save or Load a Game **F5 or F1**

Bypass a Cut-Scene **ESC or press both mouse buttons at once.**

Restart the Game **F8**

Pause the Game **SPACEBAR**

Sound Control [*softer*
] *louder*

Message Line Speed:

Faster +
Slower -

Clear dialogue line **. (period)**

Heap space **CTRL k**

Left mouse button **ENTER or ALT Amiga**
(on the *left* side of the keyboard)

Right mouse button **TAB or ALT Amiga**
(on the *right* side of the keyboard)

Cursor movement **Amiga key and**
Arrow keys (not keypad keys)

Exit Game **CTRL c**

Version Number **CTRL v**

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